

ABSTRACT OF THE DISCLOSURE

It is an object of the present invention to provide a game system capable for displaying a game picture which makes the player feel presence and does not give the player uncomfortable feeling when an operation object on the game field in the three-dimensional space is displayed.

In the game system, the position of own character moving in accordance with the player's operation in the three-dimensional space is calculated (step S1), the first view point position facing the observation point with following after backward of the own character is also calculated (step S2). If there is an opponent character (step S3: yes) and own character and the opponent character approaches each other within a predetermined distance (step S3: yes), the second view point position facing an observation point around midst of both characters is calculated (step S4). Then, the virtual camera is set at one of two view point position (step S5). If it is required to change the view point position (step S6: yes), the camera is moved smoothly along the virtual line connecting two view point positions (step S7), lastly, the image processing of the game picture is performed (step S8).